

Blast-Off Pinball

OWNER'S MANUAL — Please read before using this equipment.

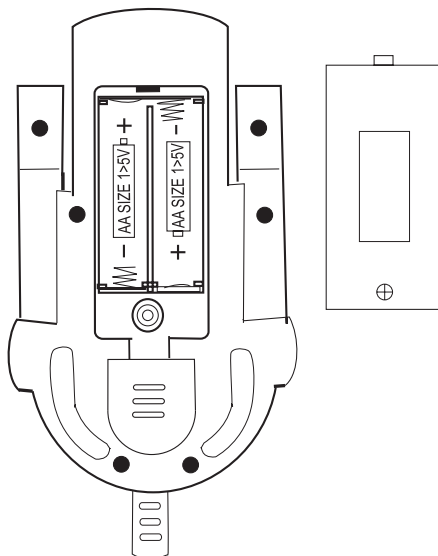
Your RadioShack Blast-Off Pinball game provides real pinball action, with left and right flippers, obstacle rings, and lights. The game even vibrates as the ball bounces! There are eight different levels of play so you can increase your skill level.

INSTALLING BATTERIES

Your game requires two AA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

Cautions:

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.



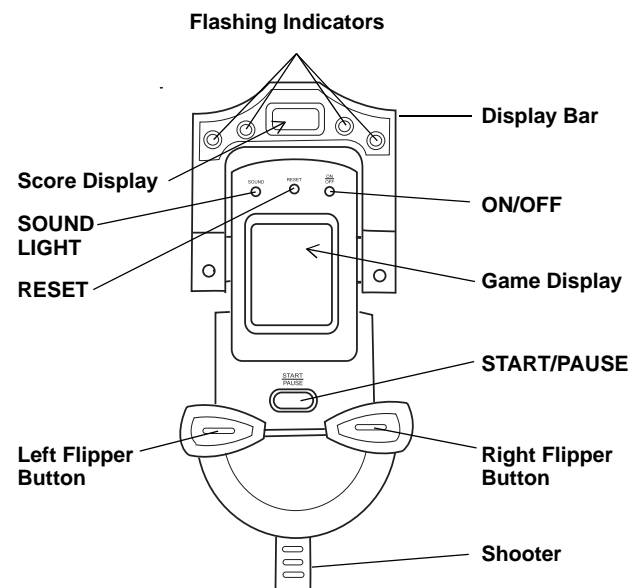
1. Use a Phillips screwdriver to loosen the screw on the battery compartment, then lift off the cover.
2. Place the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.
3. Replace the cover and secure it with its screw.

When the display dims or the game stops operating properly, replace the batteries.

Warning: Dispose of old batteries promptly and properly. Do not burn or bury them.

Caution: If you do not plan to use the game for a week or longer, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

SETTING UP THE GAME



1. Flip the display bar up so you can see the score display and the indicators.
2. Press **ON/OFF** to turn on the game. A demonstration game appears.

Notes:

- If you do not begin a game within 2 minutes, the game turns off automatically to save battery power. To turn the game on again, press **ON/OFF**.
 - When you press **ON/OFF**, the game is automatically set to play with sound, lights and vibration.
3. Repeatedly press **SOUND/LIGHT** to turn the sound and vibration effects on and off. (●) appears when sound and vibration effects are on. When (●) flashes, sound is off but vibration effects are on.
 4. Press the left flipper button to select the desired game style (**GAME A** or **GAME B**) so **GAME A** or **GAME B** appears.

Game A is a standard pinball game, played with three balls.

Game B is a standard pinball game, but a movable bar is added to make the game more difficult. Use the flippers to bounce the ball off the bar to score extra points.

Notes: Before you start a game, your previous high score appears in the top of the display each time you select that game style.
 5. Press the right flipper button to select the ring pattern for your game. You can choose from eight different patterns. The more rings in a pattern, the faster the ball moves, increasing the level of difficulty.

PLAYING THE GAME

The object of the game is to score points by hitting the figures on the display and destroying the rings in the pattern. Keep the ball in play by using the flippers.

- 1. Flip the display bar up so you can see the score display and the indicators.
- 2. Press **ON/OFF** to turn on the game.
- 3. Press **START/PAUSE** to begin the game.
- 4. Repeatedly press the left flipper button to select either Game A or Game B.
- 5. Pull the shooter. Spring coils appear in the ball release lane. The more coils that appear, the stronger the spring strength, and the farther the ball will go.
- 6. Release the shooter to hit the ball. You hear sounds and see flashing lights, and the game vibrates as the ball moves around the display and hits obstacles (if sound and vibration effects are on).
- 7. Press the left and right flipper buttons to operate the flippers and keep the ball in play.

Notes:

- If you are playing Game B, pressing the left and right flipper buttons also moves the bar in the middle of the display. Bounce the ball off the bar to score more points.
 - When you destroy all the rings in a pattern, a new ring pattern automatically appears. The ball returns to the starting position and you play it again.
 - There are a total of eight ring patterns. After advancing to another ring pattern, the ball speed increases.
 - When playing the game, press **START/PAUSE** at any time to pause the game. Press **START/PAUSE** again to restart the game.
 - The game ends after all three balls pass through the flippers or the left exit lane. **GAME OVER** flashes on the display, and a melody sounds (if sound is on).
8. To play another game, press **START/PAUSE**.

To turn off the game press **ON/OFF**. Or, wait for the game to turn off automatically.

SCORING

You earn points when the ball in play hits the display figures or passes through the lanes.

Destroying all the rings in a ring pattern scores 100 points.

When you reach the maximum score of **99,990** points, the score resets to 0. You can either continue playing and scoring points. Or, you can start a new game by pressing **ON/OFF** then **START/PAUSE**.

Bonuses

When the ball in play reaches the bonus lane, a bar blocking the left exit lane appears. The bar prevents your ball from falling through the left exit lane and out of play.

The second time the ball in play reaches the bonus lane, the bar next to the ball release lane disappears. When your ball goes through the right save lane, it moves into the ball release lane so you can play it again.

The third time the ball in play reaches the bonus lane, the bonus lane's three arrows flash in sequence and the half ring on the right flashes. If your ball hits the flashing half rings, a new circle blocking the center gate appears. This circle prevents your ball from falling through the gate and out of play.

The fourth time the ball in play reaches the bonus lane, you get a bonus ball (if a ball has already fallen out of play).

After you get one of these bonuses, all the bonus features reset.

RESETTING THE GAME

If the game is not working properly, press **RESET** or remove the batteries, wait about 2 minutes, then reinstall the batteries. The game resets, and the score returns to 0.

CARE

Keep the game dry; if it gets wet, wipe it dry immediately. Use and store the game only in normal temperature environments. Handle the game carefully; do not drop it. Keep the game away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the game's internal components can cause a malfunction and invalidate its warranty. If your game is not performing as it should, take it to your local RadioShack store for assistance.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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